

**IN THE CLAIMS:**

Please amend Claims # as follows:

1. (Currently Amended) A method of marketing and distributing multimedia, the method comprising:
  - a. receiving multimedia material and content associated advertising material from a producer or owner of said multimedia material;
  - b. storing said multimedia material and associated advertising material on a computer readable storage medium in a digital format;
  - c. inputting multimedia material information;
  - e. d. providing a server system accessible over a communication network said producer or owner being linked with the server system, said server system accessing said digital format from said computer readable storage medium for transfer of said digital format over said communication network;
  - e. providing a search function for said multimedia material and said associated advertising material;
  - e. f. providing samples of said digital format from said server system over said communication network to potential purchasers, said purchasers being linked to the server system;
  - e. g. downloading, upon request of said purchasers, over said communication network, said digital format of said multimedia material from said server system; and
  - f. h. providing said digital format of said advertising material that is linked to said multimedia material to said purchasers from said server system over said communication network allowing purchasers to locally market and sell said multimedia material;

g. wherein said purchaser is an exhibitor exhibiting said multimedia material in a public theater to a number of individuals in exchange for a paid admission or a broadcast exhibitor.

2. (Original) The method of marketing and distributing multimedia of claim 1, including receiving multimedia material by downloading via said communication network.

3. (Previously Presented) The method of marketing and distributing multimedia of claim 1, wherein receiving multimedia material includes receiving non-digital media selected from the group consisting of celluloid media, printed media, video cassettes, and audio tape.

4. (Original) The method of marketing and distributing multimedia of claim 3, including the step of digitizing said non-digital media for storage on said computer readable storage medium.

5. (Original) The method of marketing and distributing multimedia of claim 1, including providing a server system accessible over a public communication system.

6. (Original) The method of marketing and distributing multimedia of claim 1, including downloading digital material from said server system for digital display to an audience.

7. (Previously Presented) The method of marketing and distributing multimedia of claim 1, including providing downloadable advertising materials on said server system.

8. (Previously Presented) The method of marketing and distributing multimedia of claim 1, further comprising collecting sales information from exhibitor recipients of said multimedia material and providing sales and marketing data based upon information from said users of said server system.

9. (Original) The method of marketing and distributing multimedia of claim 8, including providing marketing data based upon actual users of said server system.

10. (Currently Amended) A method of distributing movies comprising:

- a. receiving a movie on celluloid and associated advertising material together from said movie owner;
- b. scanning said movie and converting it into a digital format, storing said movie in digital format and said associated advertising material in digital format in a computer readable memory, such that said advertising material and said movie are linked;
- c. inputting licensing information about said movie;
- d. transferring said digital formats to a theater via a communications network and storing said digital formats on a computer readable memory located at said theater; and
- d. projecting said movie in said digital format using a digital projector onto a screen for display to an audience.

11. (Previously Presented) A distribution system for distributing multimedia comprising:

- a. a first central processing unit;
- b. a first memory associated with said first central processing unit;

- c. a communications network accessible by said first central processing unit for transferring data into and out of said first memory;
- d. an input device connected for data transfer to said first central processing unit, said input device receiving multimedia material and associated advertising material, and transferring said materials into said first memory in a digital format via said central processing unit;
- e. a second central processing unit;
- f. a second memory, said second memory associated with said second central processing unit, said communications network being accessible by said second central processing unit for transferring said digital format into and out of said second memory; and
- g. a digital feature film projector in data communication with said second central processing unit for displaying said digital format as a feature film onto a screen for presentation to an audience, said feature film being stored in said digital format in said second memory after being transferred via said communications network from said first memory.

12. (Previously Presented) A method of marketing and distributing multimedia, the method comprising:

- a. receiving multimedia material from a producer or owner of said multimedia material;
- b. storing advertising material associated with said multimedia material on a computer readable storage medium;
- c. providing a server system accessible over a communication network, said server system accessing said advertising material from said computer readable storage medium for transfer of said advertising material in a digital format from said server system over said communication network;

- d. establishing an account for a broadcast or live theater exhibitor;
- e. providing said multimedia material that is linked to said advertising material to said exhibitor downloading said advertising material upon request from said customer for said advertising material over said server system;
- f. following up to determine information necessary to calculate an amount owed by said customer for said multimedia material; and
- g. charging the account of said exhibitor with the amount owed.

13. (Original) The method of marketing and distributing multimedia of claim 12, including receiving multimedia material by downloading via said communication network.

14. (Previously Presented) The method of marketing and distributing multimedia of claim 12, wherein receiving multimedia material includes receiving non-digital media selected from the group consisting of celluloid media, printed media, video cassettes, and audio tape, and wherein said multimedia material is provided to said exhibitor using an electronic communications network.

15. (Previously Presented) The method of marketing and distributing multimedia of claim 12, wherein said follow-up is implemented by sending an e-mail to said exhibitor.

16. (Previously Presented) The method of marketing and distributing multimedia of claim 12, wherein said follow-up is implemented by consulting publicly reported data respecting said exhibitor.

17. (Previously Presented) The method of marketing and distributing multimedia of claim 12, further comprising providing advertising material to purchasers over said communication network, and exhibitors to locally market and sell said multimedia material.

18. (Previously Presented) The method of marketing and distributing multimedia of claim 17, further comprising querying said exhibitor to stimulate the sending of data from said exhibitor and recording said data into a database.

19. (Previously Presented) The method of marketing and distributing multimedia of claim 18, comprising providing marketing data recorded in said database to customers in response to a query from a exhibitor.

20. (Original) The method of marketing and distributing multimedia of claim 19, including providing marketing data based upon actual users of said server system.

21. (Previously Presented) A method of marketing and distributing multimedia, the method comprising:

- a. receiving multimedia material and associated advertising material from a producer or owner of said multimedia material;
- b. storing said multimedia material and associated advertising material on a computer readable storage medium in a digital format;

- c. providing a server system accessible over a communication network, said producer or owner being linked with the server system, said server system accessing said digital format from said computer readable storage medium for transfer over said communication network;
- d. providing samples of said digital format from said server system over said communication network to potential purchasers, said purchasers being linked to the server system;
- e. downloading, upon request of said purchasers, over said communication network, said digital format of said multimedia material from said server system; and
- f. querying said customer to stimulate the sending of ticket sales data from said customer; and
- g. recording said data into a database.

22. (Original) The method of marketing and distributing multimedia of claim 21, comprising providing marketing data recorded in said database to customers in response to a query from a customer.

23. (Currently Amended) A distribution system for distributing multimedia comprising:

- a. a first central processing unit;
- b. a first memory domain associated with said first central processing unit;
- c. a communications network accessible by said first central processing unit for transferring data into and out of said first memory domain in response to an order for a multimedia product;
- d. an input device connected for data transfer to said first central processing unit, said input device receiving multimedia material and content associated advertising material, and

transferring said materials into said first memory domain in a digital format via said central processing unit;

e. a second central processing unit;

f. a second memory domain, said second memory domain associated with said second central processing unit, said communications network being accessible by said second central processing unit for transferring said digital format into and out of said second memory domain;

g. a third memory domain for receiving market data in response to an order for said multimedia product; and

h. a digital feature film projector in data communication with said second central processing unit for displaying said digital format as a feature film onto a screen for presentation to an audience, said feature film being stored in said digital format in said second memory after being transferred via said communications network from said first memory.